AMENDMENT TO THE CLAIMS:

What is claimed is:

1. (Currently Amended) A gaming method, comprising:

receiving funds from a player for use on a gaming device;

receiving a credit value selection from the player, wherein the value of each credit is a fractional denomination of standard currency denominations:

converting the funds received from the player into credits corresponding to the selected credit value, wherein each credit has a value less than a smallest denomination for standard currency;

displaying the credits on the gaming device to the player;

receiving a player's wager, wherein the player wager comprises one or more of the credits, and

the player's wager does not have a total value equal to standard currency denominations; and

presenting a game of chance to the player in exchange for the player's wager.

10. (Currently Amended) The gaming method of claim 9 1, wherein the credits are expressed as decimals.

11. (Currently Amended) The gaming method of claim 9 1, wherein the credits are expressed as fractions.

15. (Previously presented) The gaming method of claim 1, further comprising setting a maximum credit value.

16. (Previously presented) The gaming method of claim 1, further comprising setting a minimum credit value.

17. (Previously presented) The gaming method of claim 1, further comprising setting an incremental rate by which the player can increase or decrease the credit value.

20. (Previously presented) A gaming method, comprising:
receiving funds from the player for use on a gaming device;
receiving player input selecting a credit value that is less than a smallest denomination for standard currency;
determining a number of credits available for wagering based upon both the funds received from the player and the credit value selected by the player;
displaying the credits on the gaming device to the player;
receiving a player's wager, wherein the player's wager comprises one or more credits, and the player's wager does not have a total value equal to standard currency denominations; and
presenting a game of chance to the player in exchange for the player's wager.

23. (Previously presented) The gaming method of claim 20, further comprising setting a maximum credit value.

24. (Previously presented) The gaming method of claim 20, further comprising setting a minimum credit value.

29. (Previously presented) The gaming method of claim 20, further comprising scaling a pay table according to the credit value selected by the player.

33. (Currently Amended) A gaming device, comprising:

a game display adapted to present a game of chance to a player;

a player input device for <u>selecting a credit value and</u> playing the game<u>, the credit value being less than a smallest denomination for standard currency</u>;

a value acceptor configured to accept a voucher having a value from the player;

a controller in communication with the value acceptor, the controller configured to determine a number of credits available for play by dividing the value of the voucher by the credit value, ~~the credit value being less than a smallest denomination for standard currency~~, and

wherein the controller is configured to allow the player to play a game with a wager comprising one or more credits, and the wager does not have a total value equivalent to standard currency denominations; and

a display for presenting the number of available credits.

36. (Previously presented) The gaming device of claim 33, wherein the controller is configured to allow a game operator to set a maximum and minimum credit value.

39. (Previously presented) The gaming device of claim 33, further comprising a voucher printer.

41. (Currently Amended) A gaming device, comprising:
a game display configured to present a player with a game of chance;
a value acceptor configured to accept funds via a voucher;
an input device configured to allow a player to select a credit value; the credit value being ~~less than a smallest denomination for~~ <u>associated with a non-</u>standard currency denomination;
a controller configured to store the credit value selected by the player; and accepting a wager for the game of chance, wherein the wager comprises one or more credits, and the wager does not have a total value equal to standard currency denominations.

43. (Previously presented) The gaming device of claim 41, wherein the controller is configured to allow an operator to set a maximum and minimum credit value.

46. (Previously presented) The gaming device of claim 41, further comprising a display configured to display a number of full and partial credits available for play to the player.

48. (Previously presented) The gaming device of claim 33, wherein the standard currency denomination is a coin selected from the group consisting of $0.01, $0.05, $0.10, $0.25, and $1.00.

49. (Currently Amended) The method of claim 1, wherein the ~~smallest denomination for standard currency~~ the credit value is ~~a fraction of~~ $0.01.

50. (Previously presented) The method of claim 1, wherein the standard currency denominations are $0.01, $0.05, $0.10, $0.25, or $1.00.

51. (Currently Amended) The method of claim 20, wherein the ~~smallest denomination for standard currency~~ the credit value is ~~a fraction of~~ $0.01.

52. (Previously presented) The method of claim 20, wherein the standard currency denominations are $0.01, $0.05, $0.10, $0.25, or $1.00.

53. (Currently Amended) The gaming device of claim 33, wherein the ~~smallest denomination for standard currency~~ the credit value is ~~a fraction of~~ $0.01.

54. (Previously presented) The gaming device of claim 33, wherein the standard currency denominations are $0.01, $0.05, $0.10, $0.25, or $1.00.

55. (Currently Amended) The gaming device of claim 41, wherein the ~~smallest denomination for standard currency~~ the credit value is a fraction of $0.01.

56. (Previously presented) The gaming device of claim 41, wherein the standard currency denominations are $0.01, $0.05, $0.10, $0.25, or $1.00.